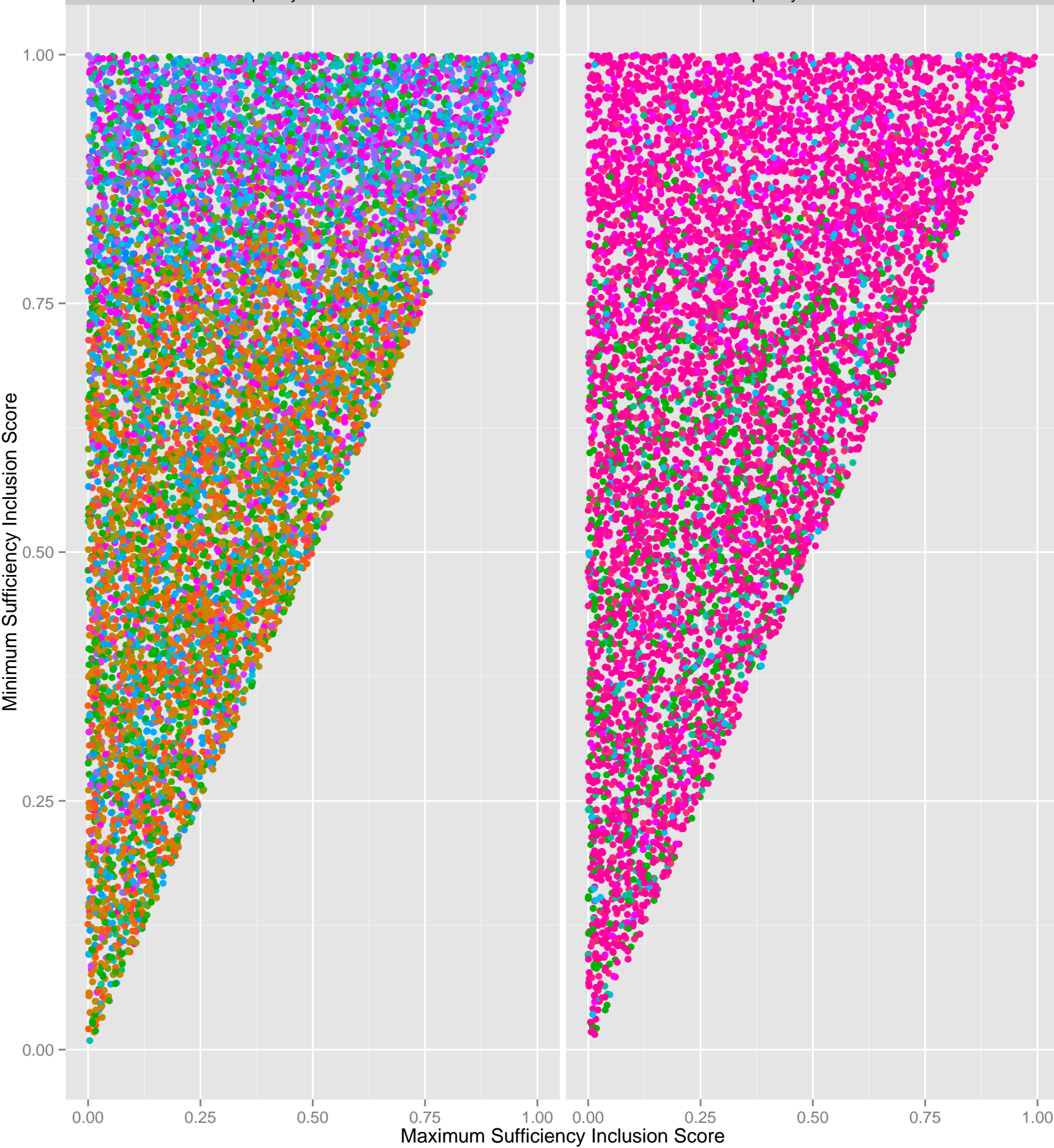


Frequency Threshold = 1

Frequency Threshold = 2



- PUBID*CONF*reg*mat*random.variable +
- PUBID*CONF*reg*mat*random.variable +
- CONF*reg*mat*random.variable +
- PUBID*CONF*reg*mat*random.variable +
- PUBID*CONF*reg*mat*random.variable +
- CONF*reg*mat*random.variable +
- PUBID*CONF*reg*mat*random.variable +
- CONF*reg*mat*random.variable +
- PUBID*CONF*reg*mat*random.variable +
- CONF*reg*mat*random.variable +
- CONF*reg*mat*random.variable +
- CONF*reg*mat*RANDOM.VARIABLE +
- PUBID*CONF*reg*mat*RANDOM.VARIABLE +
- CONF*reg*mat*RANDOM.VARIABLE +
- PUBID*CONF*reg*mat*RANDOM.VARIABLE +
- CONF*reg*mat*RANDOM.VARIABLE +
- CONF*reg*mat*RANDOM.VARIABLE +
- CONF*reg*mat*RANDOM.VARIABLE +
- CONF*reg*mat*RANDOM.VARIABLE +
- CONF*reg*mat*RANDOM.VARIABLE +
- CONF*reg*mat*RANDOM.VARIABLE +
- CONF*reg*mat*RANDOM.VARIABLE +
- PUBID*CONF*reg*mat*RANDOM.VARIABLE +
- PUBID*CONF*reg*mat*RANDOM.VARIABLE +
- CONF*reg*mat*RANDOM.VARIABLE +
- PUBID*CONF*reg*mat*RANDOM.VARIABLE +
- CONF*reg*mat*RANDOM.VARIABLE +
- PUBID*CONF*reg*mat*RANDOM.VARIABLE +
- CONF*reg*mat*RANDOM.VARIABLE +
- PUBID*CONF*reg*mat*RANDOM.VARIABLE +
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- CONF*reg*mat*RANDOM.VARIABLE +
- CONF*reg*mat*RANDOM.VARIABLE +
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- CONF*reg*mat*RANDOM.VARIABLE +
- CONF*reg*mat*RANDOM.VARIABLE +
- CONF*reg*mat*RANDOM.VARIABLE +
- PUBID*CONF*reg*mat*RANDOM.VARIABLE +
- CONF*reg*mat*RANDOM.VARIABLE +
- PUBID*CONF*reg*mat*RANDOM.VARIABLE +
- PUBID*CONF*reg*mat*RANDOM.VARIABLE +
- CONF*reg*mat*RANDOM.VARIABLE +
- CONF*reg*mat*RANDOM.VARIABLE +
- CONF*reg*mat*RANDOM.VARIABLE +
- CONF*reg*mat*RANDOM.VARIABLE +
- CONF*reg*mat*RANDOM.VARIABLE +
- PUBID*CONF*reg*mat*RANDOM.VARIABLE +
- PUBID*CONF*reg*mat*RANDOM.VARIABLE +
- CONF*reg*mat*RANDOM.VARIABLE +
- CONF*reg*mat*RANDOM.VARIABLE +
- CONF*reg*mat*RANDOM.VARIABLE +
- CONF*reg*mat*RANDOM.VARIABLE +
- CONF*reg*mat*RANDOM.VARIABLE +
- PUBID*CONF*reg*mat*RANDOM.VARIABLE +
- CONF*reg*mat*RANDOM.VARIABLE +
- PUBID*CONF*reg*mat*RANDOM.VARIABLE +
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- CONF*reg*mat*RANDOM.VARIABLE +
- CONF*reg*mat*RANDOM.VARIABLE +
- CONF*reg*mat*RANDOM.VARIABLE +
- PUBID*CONF*reg*mat*RANDOM.VARIABLE +
- CONF*reg*mat*RANDOM.VARIABLE +
- PUBID*CONF*reg*mat*RANDOM.VARIABLE +
- PUBID*CONF*reg*mat*RANDOM.VARIABLE +